



NTSC

GROOVERIDER

SLOT CAR THUNDER™



EVERYONE

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CONTENTS

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking of shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

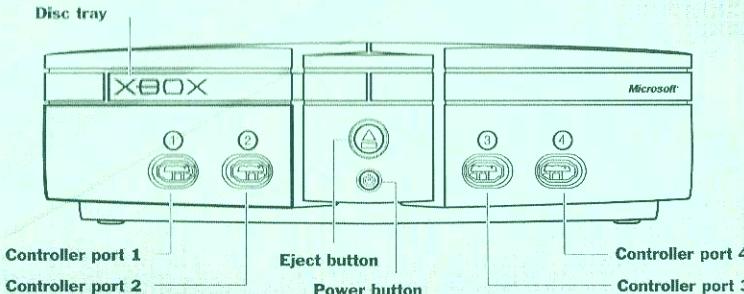
Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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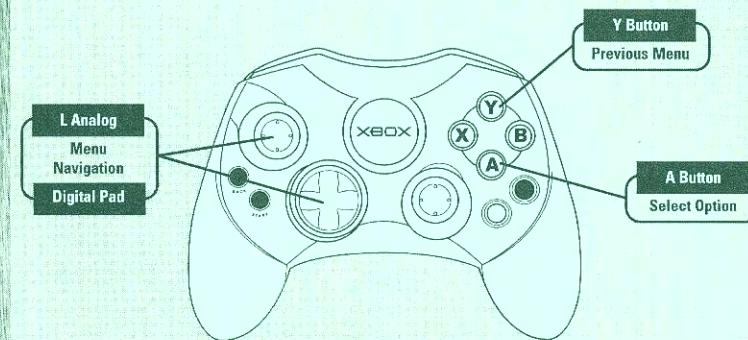
GETTING STARTED



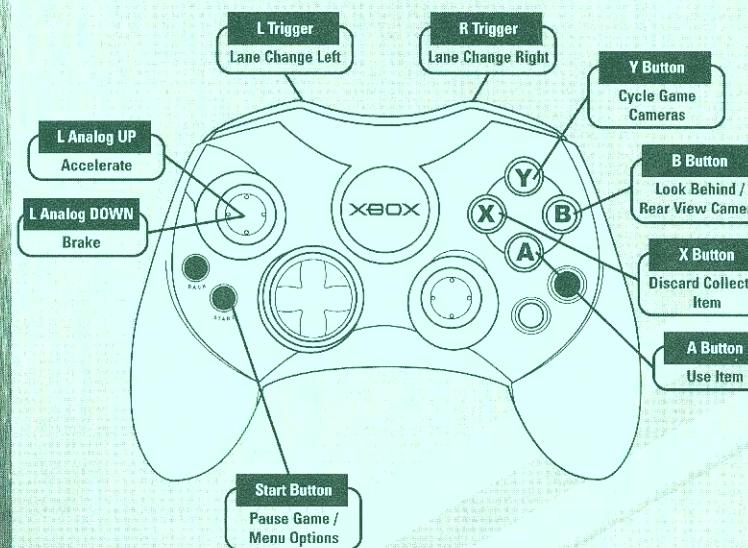
1. Set up your Xbox video game system by following the instructions in the Xbox instruction manual.
2. Press the power button and the status indicator light will power on.
3. Press the eject button to open the disc tray.
4. Place the Grooverider disc onto the disc tray with the label side facing upwards and close the eject tray.
5. Follow the on-screen instructions and refer to this manual for instructions on using the software.

CONTROL GUIDE

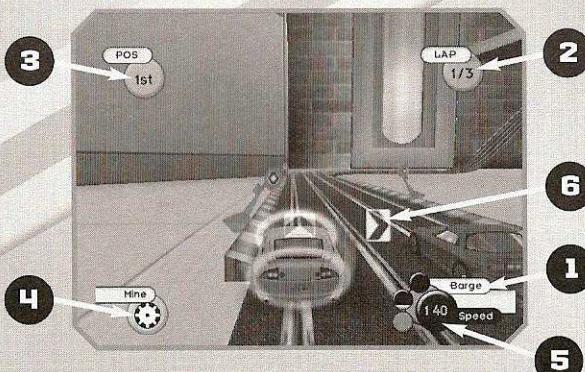
Menu Navigation Controls



VEHICLE CONTROL (DEFAULT SETTING)



PLAYING THE GAME



Your Car

1. Barge: You can use these to nudge an opponent vehicle coming alongside you. As you race around the track the three circles will each begin to fill up in a white color, when the barge is ready to be used the circle will turn red. A maximum of three barges can be gained.

2. Lap Counter: Laps complete and number of laps remaining.

3. Current Race Position

4. Power-up: Collect the green icon place around the track to gain an item to use during the race. (see power-up section of the manual for further details)

5. Current Speed

6. Car Alert: Small directional arrows that appear to the left, right and behind your vehicle that indicates approaching cars.

Power-ups

Look out for the spinning square icons placed around the tracks. Drive your car into it to collect a special item. Pressing the **A** button activates the items you have collected.



Boost

Gives your car a burst of high speed for a short duration. If you think you may crash while the boost is activated, you can still use the brake to slow you down but boost will deactivate immediately!



Lane Lock

When activated will lock all opposing vehicles in their lane for a five second duration.

Note: If Lane lock is used against you, an icon will appear in the centre of your screen with a five second countdown timer indicating the duration of the effect.



Charge

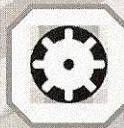
A bolt of energy that flies along the lane until it hits something (hopefully your opponent)

Pressing the **A** button can fire the charge forward. To fire the charge backwards, reduce speed slightly and press the **A** button. You can also hold the **B** button down while pressing the **A** button to fire while looking behind you.



Jump

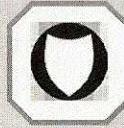
Use this to jump over a barrier. Hint: Keep hold of this item and if you are lane locked and you don't want to slow down for the approaching barrier. Simply jump and keep going!



Mine

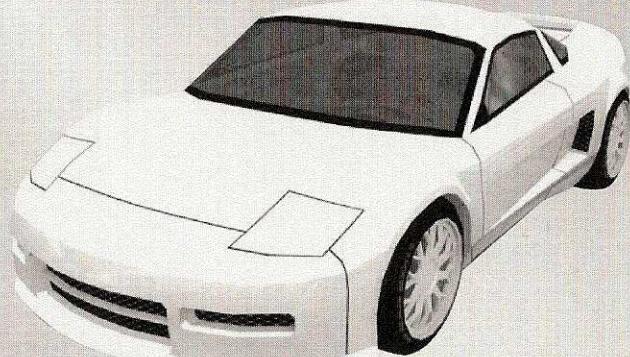
Drops a mine directly behind you.

Hint: Try placing a mine on a lane lock track attribute. Your opponent will have no choice but to hit it, as they will be unable to change lanes!



Shield

With shield activated, wait until an opponent comes along side you and providing they do not have shield as well, change into their lane and knock them off the track! You can also drive through mines and take a direct hit from charges!



Track Attributes

These are the colored lines that appear in the track lanes. Passing over these attributes will affect the vehicle in the following manner.

- **Red lane:** Slow Down
- **Green lane:** Speed Up
- **Yellow lane:** Lane Lock
- **Blue lane:** Magnetic



GAME MENUS

When navigating through the menu system you will notice a number of black option buttons with a swinging padlock attached. This indicates that the option is not yet available for selection.



Voltage

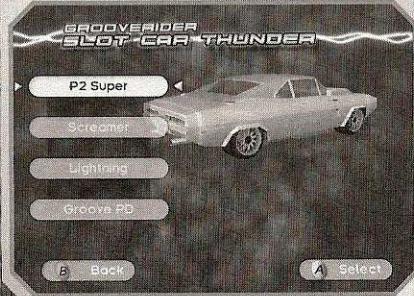
The voltage represents the game's difficulty level and the speed of the cars. The 6 and 9 volt difficulty setting are unlocked when certain race conditions are met.



Box Sets

The cars are divided up into the following categories.

- British Classic
- 70's Cop Show
- Stock Cars
- GT Sports
- Formula X
- Japanese 24



Vehicle Select

In each box set there are four different vehicles to choose from.

Can you unlock them all?



Environment Select

Grooverider features five environments: Dining Room, Bedroom, Living Room, Kitchen, Roof Garden.



Track Select

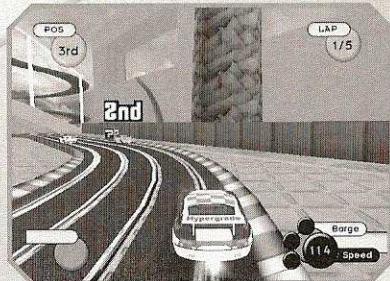
Each environment contains four tracks.



GAME MODES

Single Player Arcade

This is a single race event. Playing the game for the first time you will only have one track available to play. In order to unlock more tracks in Arcade mode you must participate in the Championship game mode.



Single Player (Championship)

The Championship game mode will give you the opportunity to play through all of the environments and tracks in the game. The start of the championship begins with the 3volt difficulty, consisting of two environments, Dining Room and Bedroom. (The Bedroom level will only be available when you finish in the top three of the Dining Room championship.)

In the first stage of the Championship you will race four tracks in the Dining Room. After each race you will be given the result of the race and the Championship rankings. In order to qualify for the next championship you must place in the top three when the final standings are shown at the end of the fourth race.

Time Trial

This is a great way to get some practice in against a ghost car. All the tracks that you unlock in the Championship will become available in the Time Trial section.

The power-ups have been removed from the track allowing the player to learn the course while racing against a ghost car travelling around at your previous best lap time.

The ghost car will only appear after you have completed the first lap of the track.

If you beat the best time set for this track, you can enter your name which will be saved in the Options/Records table.

Custom

Once you have unlocked a few levels, why not use the custom level to change around the order of the tracks in a Championship. There are two different game modes available in Custom mode.

Arcade

Works the same way as the Single Player Arcade race but if you go to this section when playing the game for the first time you can have a sneaky play on a few other tracks from other environments.

Championship

All tracks unlocked will be listed on the left hand side; the right hand side is currently blank. Use the up and down directional buttons to scroll through the list of tracks available and press the **A** button to select the track. The first slot on the right hand side will now contain the track you have selected. Repeat this procedure until you have selected four tracks.

If you wish to change one of the tracks placed in the tracks selected column, using the right directional button to move across to the right hand column, press the up and down directional buttons to select the track you wish to remove and press the **A** button to remove the track from the list.

Once you have selected the four tracks of your choice, move the highlight cursor to 'Ready' button in the center of the screen and press the **A** button to start the Championship.

* Remember as long as you have confirmed all of the options in the game, you can press the **Y** button to go back to a previous menu screen.

Special

If you are a pretty exceptional racer, these special race modes will be unlocked for you to play.

Cop Challenge

Take the role of police officer and you must collect power-ups placed on the track (Charge only) and shoot the bad guy five times before the lap is complete.

Condition to unlock: **Complete the 3Volt Bedroom Championship.**

GT Sports

This is a Head-to-head race against a fast CPU opponent.

Condition to unlock: **Complete the 6Volt Championship.**

Mine Mania

The object of this challenge is to race around a single lap of a track covered in mines and barriers and complete the course without crashing.

Condition to unlock: **Complete the 9Volt Championship**

Countdown

You must complete a single lap of the track without crashing. To add to the difficulty you must also beat the countdown timer. There is only one pickup available (BOOST).

Condition to unlock: **Complete the 9Volt Championship**



MULTI-PLAYER

The following game modes are available.

Arcade

(See Single player for full details)

Championship

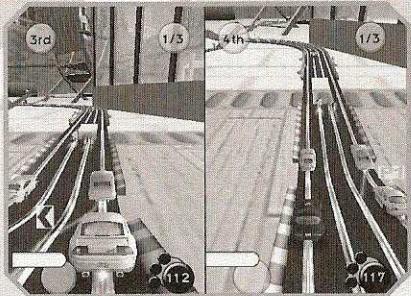
(See Single player for full details)

Custom

(See Single player for full details)

Free for all

This race has unlimited laps and both players are assigned five lives. Every time you crash, get hit or barged off the track you will lose a life. The game will end when there is one car remaining.



OPTIONS MENU

Game

Ghost Car

The ghost car appears in the Time Trial game. You can choose to make the car Ghost, Solid or switch it off.



Laps (Arcade only)

Change the number of lap to 3, 4 or 5 laps.

Car Alerts

These are the small indicator arrows that appear around your car to inform you of fast approaching cars. To make the game a bit tougher try playing the game with the alerts switched off.

Sound

Sound

Select between Stereo / Mono.

Music

Highlight the music option and use the left and right directional buttons to raise or lower the volume level of the music tracks.

Effects

Highlight the music option and use the left and right directional buttons to raise or lower the volume level of the sound effects.

Control Configuration

Layout

There are four different control configurations to choose from. Highlight the layout option text and use the left and right directional buttons to move through the list of configurations. When you have made your selection, press the **B** button to exit this screen.

Vibration

Switch the vibration function on and off by checking or un-checking the box.

Records

Players get the opportunity to enter their name if they beat the track times in the Time Trial game. There are three columns to navigate.

- Environment
- Voltage
- Track

Use the directional buttons or the left analog stick to navigate through the record options, press the **Y** button to exit this screen.



Loading and Saving

Grooverider data will automatically be saved to your Xbox hard drive.

Save

A data file will be created when you first start the game and when you save the game, you will be asked if you wish to overwrite the previous saved data.



Load

Allow you to reload previous saved game data.

Auto-save

All information will be saved automatically without the user prompt. Auto save is switched off by default.



LIMITED WARRANTY

90-DAY LIMITED WARRANTY

Encore Software, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defect in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90 day period without charge.

To receive this warranty service:

1. Register your product at www.encodedusa.com
2. Retain your original purchase receipt or order copy from your point of purchase. Replacements or refunds require this document.

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product to the address below, along with a copy of the original sales receipt showing the date of purchase, and a brief description of the difficulty you are experiencing. Please include your name, address, phone number and whether you are requesting a refund or replacement. If the product was damaged through abuse, mistreatment or neglect this warranty is rendered void.

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Gardena, CA. 90248

ATTENTION: Customer Returns

TECHNICAL SUPPORT

Customer Service and Technical Support

Please visit our technical support web site at <http://www.encodedusa.com/support> and have the following information available.

- Product name
- Type of computer, amount of RAM, video card and system information
- A description of the problem, including error messages
- A list of steps that lead to the problem

Our Customer Service representatives can be reached at 1-310-719-2890 during Monday-Friday from 8:00AM to 5:00PM (PST). Please be advised that this is not a toll-free call. Unfortunately we cannot provide game play support or manuals for the 500-plus titles we distribute. Our technical support is limited to ensuring that the software runs on your computer as designed. Many of our games have built in help menus and/or read me files that accompany them. There is often helpful game play information and hints in these files. Beyond that, the Internet is a great resource for information.

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